Iconography

Icons are the most concise form of communication in our interface—a universal shorthand that transcends language. In Play+, icons aren't decoration; they're high-performance, personality-infused micro-elements that accelerate recognition, reduce visual noise, and support faster decisions.

This guide defines how we apply iconography across Play+, ensuring it resonates with our Intuitive , Distinct , and Inclusive pillars. Our iconography is shaped by the principles of clarity, consistency, and brand tone.

Icons follow our Fluid soul—soft corners, clean lines, and a modern, approachable geometry that feels tactile and human. Used well, they inject clarity, rhythm, and elegance into even the most compact interactions.

Our Core Icon Principles

The Icon System: Lucide

Play+ uses the Lucide icon library —a modern, open-source system with elegant line icons designed for clarity and adaptability.

Application & System

Sizing Tokens

Token	Size	Use Case
`$icon-size-sm`	16px	Inside compact components: chips, tags, footnotes
`$icon-size-md`	20px	Default size for most use cases
`$icon-size-lg`	24px	Buttons, list items, and cards

Token	Size	Use Case
`$icon-size-xl`	32px	Large actions, empty states, dashboards

Color System

Styling & States

Best Practices for Choosing an Icon

Governance: Icon Contribution & Review

To keep our icon system high-quality and future-proof, we follow a structured process for all new additions:

- • Proposal Submit a use case with reasoning and existing alternatives explored.
- • Design & Review Icon is created on a 24x24 grid with a 1.5px stroke, soft corners, and visual balance. Reviewed by the Play+ DesignOps team.
- • QA & Accessibility Check Check rendering across sizes, dark/light mode, and accessibility contrast.
- • Implementation Icon added to Figma and codebase (e.g., <Icon name="..." /> component).
- • Documentation Each icon is documented with purpose, tags, and component usage guidelines.

Guardrails